Subject: Tommorow's Technology Today Posted by Anonymous on Thu, 08 Aug 2002 09:05:00 GMT View Forum Message <> Reply to Message

How do you open those frigin gates in this mission?? It's getting on my bumpy bits, the switch behind the gate just wont work, and I can't get much further down the road without a little backup, those rocket guys are lethal!!

Subject: Tommorow's Technology Today Posted by Anonymous on Fri, 09 Aug 2002 00:46:00 GMT View Forum Message <> Reply to Message

ya i know, those guys have incredibale aim, u got a gota get inside and behind the gate so u gota pass the rocket soldiers

Subject: Tommorow's Technology Today Posted by Anonymous on Fri, 09 Aug 2002 07:57:00 GMT View Forum Message <> Reply to Message

Once I had it where the switches (When you pressed them) Wouldn't do anything and for every single switch, a re-install helped.--Shaun-- [August 09, 2002, 07:58: Message edited by: Planetshaun.co.uk]

Subject: Tommorow's Technology Today Posted by Anonymous on Sat, 10 Aug 2002 00:09:00 GMT View Forum Message <> Reply to Message

I think you need to get the key card from the stealth black hand. [August 09, 2002, 12:09: Message edited by: jordybear]

Subject: Tommorow's Technology Today Posted by Anonymous on Sat, 10 Aug 2002 06:44:00 GMT View Forum Message <> Reply to Message

I thought you only had to get that to enter the UFO.

Subject: Tommorow's Technology Today Posted by Anonymous on Mon, 12 Aug 2002 11:18:00 GMT View Forum Message <> Reply to Message Subject: Tommorow's Technology Today Posted by Anonymous on Tue, 13 Aug 2002 00:46:00 GMT View Forum Message <> Reply to Message

You Need to have the Green keycard to open the gates

Subject: Tommorow's Technology Today Posted by Anonymous on Wed, 14 Aug 2002 15:45:00 GMT View Forum Message <> Reply to Message

You Need a Green Security Card this security card is in Tiberium Rafyneri Kill the Black Hand

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